

WE CLAIM:

1 1. A game machine comprising:

2 a reel display module providing a changing display state of a plurality of types of symbols
3 in a plurality of regions and a static display state of said changingly displayed symbols in said
4 regions, at least one of said symbols being a special symbol;

5 a measuring module measuring a count that is a number of times said special symbol is
6 displayed in said reel display module in at least one of said changing display state and said static
7 display state; and

8 a game points determining module determining game points to be awarded to a player
9 based on said measured count.

1 2. A game machine as described in claim 1, further comprising a selection module
2 selecting at least one of said symbols to be changed to said special symbol.

1 3. A game machine as described in claim 1, wherein said game points determining module
2 calculates said game points to be awarded to said player using said measured count as one variable.

1 4. A game machine as described in claim 3, wherein said one variable is a sum of a
2 plurality of said measured counts, each of said measured counts being a number of times said
3 special symbol is displayed in one of said regions.

1 5. A game machine as described in claim 1, wherein said game points determining module
2 determines said game points to be awarded to said player by using said measured count to look up
3 a table set up ahead of time to associate said count and said game points to be awarded.

1 6. A game machine as described in claim 1, further comprising:
2 a special region in said reel display module; and
3 said count being a number of times said special symbol is displayed in said special region in
4 at least one of said changing display state and said static display state.

1 7. A game machine as described in claim 6, wherein said special region is a payline in said
2 reel display module.

1 8. A game machine as described in claim 1, further comprising a count display module
2 displaying said count measured by said measuring module in association with each of said plurality
3 of regions.

1 9. A game machine comprising:
2 a reel display module providing a changing display state of a plurality of types of main
3 symbols in a plurality of regions and a static display state of said changingly displayed main
4 symbols in said regions, at least one of said main symbols being a special symbol;
5 a sub-symbol display module displaying at least one of a plurality of types of sub-symbols;
6 a sub-symbol selection module randomly selecting, from said plurality of types of said sub-
7 symbols, a sub-symbol to be displayed in said sub-symbol display module each time said special

1 13. A game machine as described in claim 12, wherein:
2 a plurality of said special regions is set up in correspondence with said regions; and
3 said sub-symbol selection module randomly selects said sub-symbol to be displayed in said
4 sub-symbol display module corresponding to one of said regions each time said special symbol is
5 displayed in said special region in at least one of said changing and said static display state.

1 14. A game machine as described in claim 12, wherein said special region is a pay line in
2 said reel display module.

1 15. A game machine as described in claim 6, further comprising a special region
2 determination module determining, through random selection, a position for said special region in
3 said reel display module; wherein said randomly selected special region is displayed in said reel
4 display module.

1 16. A game machine as described in claim 15, wherein said special region determining
2 module determines said special region through random selection when said special symbol is
3 displayed in said changing display state.

1 17. A game machine comprising:
2 a reel display module providing a changing display state of a plurality of types of symbols
3 in a plurality of regions and a static display state of said changingly displayed symbols in said
4 regions, at least one of said symbols being a special symbol;

5 a storage module storing a count that is a number of times said special symbol is displayed
6 by said reel display module in at least one of said changing display state and said static display
7 state; and
8 a game points determining module determining game points to be awarded to a player
9 based on said stored count.

1 18. A game machine as described in claim 17, further comprising a selection module
2 selecting at least one of said symbols to be changed to said special symbol.

1 19. A game machine as described in claim 17, wherein said game points determining
2 module calculates said game points to be awarded to said player using said stored count as one
3 variable.

1 20. A game machine as described in claim 19, wherein said one variable is a sum of a
2 plurality of said stored counts, each of said stored counts being a number of times said special
3 symbol is displayed in one of said regions.

1 21. A game machine as described in claim 17, wherein said game points determining
2 module determines said game points to be awarded to said player by using said stored count to look
3 up a table set up ahead of time to associate said count and said game points to be awarded.

1 22. A game machine as described in claim 17, further comprising:
2 a special region in said reel display module; and

said count being a number of times said special symbol is displayed in said special region in at least one of said changing display state and said static display state.

23. A game machine as described in claim 22, wherein said special region is a payline in said reel display module.

24. A game machine as described in claim 17, further comprising a count display module displaying said count stored by said storage module in association with each of said plurality of regions.

25. A game machine comprising:
a reel display module providing a changing display state of a plurality of types of main symbols in a plurality of regions and a static display state of said changingly displayed main symbols in said regions, at least one of said main symbols being a special symbol;
a sub-symbol display module displaying at least one of a plurality of types of sub-symbols;
a sub-symbol selection module randomly selecting, from said plurality of types of said sub-symbols, a sub-symbol to be displayed in said sub-symbol display module each time said special symbol is displayed in at least one of said changing display state and said static display state in said reel display module; and
a game point determination module determining a game point to be awarded to a player based on said sub-symbol to be displayed in said sub-symbol display module when said special symbol is displayed in said static display state in said reel display module.

1 26. A game machine as described in claim 25, further comprising a selection module
2 selecting at least one of said main symbols to be changed to said special symbol.

1 27. A game machine as described in claim 25, further comprising:
2 a plurality of said sub-symbol display modules, each sub-symbol display module
3 corresponding to one of said regions;
4 each time said special symbol is displayed in at least one of said changing display state and
5 said static display state in said reel display module, said sub-symbol selection module randomly
6 selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said
7 region.

1 28. A game machine as described in claim 25, further comprising:
2 a special region in said reel display module;
3 each time said special symbol is displayed in at least one of said changing and said static
4 display state in said special region, said sub-symbol selection module randomly selects said sub-
5 symbol to be displayed in said sub-symbol display module corresponding to one of said regions.

1 29. A game machine as described in claim 28, wherein:
2 a plurality of said special regions is set up in correspondence with said regions; and
3 said sub-symbol selection module randomly selects said sub-symbol to be displayed in said
4 sub-symbol display module corresponding to one of said regions each time said special symbol is
5 displayed in said special region in at least one of said changing and said static display state.

1 35. The method as described in claim 33, further comprising the step of calculating said
2 game points to be awarded to said player using said stored count as one variable.

1 36. The method as described in claim 35, wherein said one variable is a sum of a plurality
2 of said stored counts, each of said stored counts being a number of times said special symbol is
3 displayed in one of said regions.

1 37. The method as described in claim 33, wherein said game points determining step
2 comprises the step of looking up a table set up ahead of time to associate said count and said game
3 points to be awarded.

1 38. The method as described in claim 33, wherein said count is a number of times said
2 special symbol is displayed in a special region in said reel display module in at least one of said
3 changing display state and said static display state.

1 39. The method as described in claim 38, wherein said special region is a payline in said
2 reel display module.

1 40. The method as described in claim 33, further comprising the step of displaying said
2 stored count in association with each of said plurality of regions.

1 41. The method of providing a game, said method comprising the steps of:

2 providing a changing display state of a plurality of types of main symbols in a plurality of
3 regions in a reel display module and a static display state of said changingly displayed main
4 symbols in said regions in said reel display module, at least one of said main symbols being a
5 special symbol;

6 displaying at least one of a plurality of types of sub-symbols in a sub-symbol display
7 module;

8 randomly selecting, from said plurality of types of said sub-symbols, a sub-symbol to be
9 displayed in said sub-symbol display module each time said special symbol is displayed in at least
10 one of said changing display state and said static display state in said reel display module; and

11 determining a game point to be awarded to a player based on said sub-symbol to be
12 displayed in said sub-symbol display module when said special symbol is displayed in said static
13 display state in said reel display module.

1 42. The method as described in claim 41, further comprising the step of selecting at least
2 one of said main symbols to be changed to said special symbol.

1 43. The method as described in claim 41, further comprising the step of randomly
2 selecting said sub-symbol to be displayed in said sub-symbol display module corresponding to said
3 region, each time said special symbol is displayed in at least one of said changing display state and
4 said static display state in said reel display module, wherein each said sub-symbol display module
5 corresponds to one of said regions.

1 44. The method as described in claim 41, further comprising the step of:

2 randomly selecting said sub-symbol to be displayed in said sub-symbol display module
3 corresponding to one of said regions each time said special symbol is displayed in at least one of
4 said changing and said static display state in a special region in said reel display module.

1 45. The method as described in claim 44, further comprising the step of:

2 randomly selecting said sub-symbol to be displayed in said sub-symbol display module
3 corresponding to one of said regions each time said special symbol is displayed in said special
4 region in at least one of said changing and said static display state, wherein a plurality of said
5 special regions is set up in correspondence with said regions.

1 46. The method as described in claim 44, wherein said special region is a pay line in said
2 reel display module.

1 47. The method as described in claim 46, further comprising the step of determining,
2 through random selection, a position for said special region in said reel display module; wherein
3 said randomly selected special region is displayed in said reel display module.

1 48. The method as described in claim 47, wherein said special region determining step
2 determines said special region through random selection when said special symbol is displayed in
3 said changing display state.

1 49. A game machine as described in claim 18, wherein said game points determining
2 module calculates said game points to be awarded to said player using said stored count as one
3 variable.

1 50. A game machine as described in claim 18, wherein said game points determining
2 module determines said game points to be awarded to said player by using said stored count to look
3 up a table set up ahead of time to associate said count and said game points to be awarded.

1 51. A game machine as described in claim 26, further comprising:
2 a plurality of said sub-symbol display modules, each sub-symbol display module
3 corresponding to one of said regions;
4 each time said special symbol is displayed in at least one of said changing display state and
5 said static display state in said reel display module, said sub-symbol selection module randomly
6 selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said
7 region.

1 52. A game machine as described in claim 29, wherein said special region is a pay line in
2 said reel display module.

1 53. A game machine as described in claim 28, further comprising a special region
2 determination module determining, through random selection, a position for said special region in
3 said reel display module; wherein said randomly selected special region is displayed in said reel
4 display module.